

AMENDMENTS TO OF THE CLAIMS

1-8 (canceled)

9. (Currently amended) A method of displaying visual content, said method comprising:

generating a plurality of different levels of detail (LODs) of the visual content;

displaying the visual content as an interpolation of said LODs while the visual content is navigated; and

displaying a final image including at least a portion not as an interpolation of said LODs when said navigation substantially ceases, wherein prior to said final image being displayed, an intermediate final image is generated by interpolation from said plurality of said LODs,

wherein each LOD is comprised of tiles and said final image or said intermediate final image is displayed by using tiles from several LODs displayed as composite tiles,

wherein the tiles of each LOD are made available for entry into a frame buffer in an order that depends at least in part upon the LOD in which the tile is, or whether the tile is viewable presently, or the degree of foveation of such tile, and

wherein viewable tiles are rendered first, and within said viewable tiles, tiles are rendered in order of increasing resolution, and within tiles of a similar resolution, tiles are rendered in foveated order, the method ~~The method of claim 8~~ further comprising implementing irrational tiling.

10-19 (canceled)

20. (Currently amended) A method of displaying visual content comprising combining plural LODs representing visual content, and gradually altering a contribution attributable to at least one of said LODs so that said displayed visual content gradually changes toward a better displayed image in response to information to render said better displayed image becoming available,

wherein said assigning assigns plural weights to each of said tiles in at least one LOD, and

~~The method of claim 19~~ wherein said plural weights include opacities at each of plural corners of said tile, opacities at each of plural edges of said tile, and an opacity at a point within each of said tiles.

21. (Currently amended) The method of claim ~~[[18]]~~ 20 further comprising calculating a levelopacitygrid set of variables for plural locations in an LOD, said levelopacitygrid set of variables being calculated by utilizing at least some of ~~the weights of claim 20~~ said weights for all tiles in said LOD tangent to a vertex at which said levelopacitygrid is to be calculated.

22. (Original) The method of claim 21 further comprising spatially filtering said levelopacitygrid set of variables for at least one LOD.

23-28 (canceled)

29. (Currently amended) A method of combining plural LODs to display visual content, the method comprising weighting each of the LODs with an associated contribution, and varying the contribution provided by each LOD over time and space,

wherein the weighting is an opacity level,

wherein the total opacity of the combined LODs is less than one hundred percent, and

~~The method of claim 28~~ wherein said varying over time results in ~~asymptotic~~ exponential convergence toward a target value.

30. (Original) The method of claim 29 wherein for each LOD, an opacity level is calculated for each of a plurality of vertices.

31. (Original) The method of claim 30 wherein said varying over time and space is designed to diminish viewable discontinuities.

32. (Original) The method of claim 31 wherein values representing the weighting are low pass filtered.

33-41 (Canceled)

42. (Currently amended) A method of displaying visual content comprising combining plural LODs representing visual content, and gradually altering a contribution attributable to at least three of said LODs so that said displayed visual content gradually changes,

wherein said contribution is altered gradually by assigning at least one weight to plural tiles within plural LODs, and then altering said weights,

wherein said assigning assigns plural weights to each of said tiles in at least one LOD, and

~~The method of claim 41~~ wherein said plural weights include opacities at each of plural corners of said tile, opacities at each of plural edges of said tile, and an opacity at a point within each of said tiles.

43. (Currently amended) The method of claim 42 further comprising calculating a levelopacitygrid set of variables for plural locations in an LOD, said levelopacitygrid set of variables being calculated by utilizing at least some of ~~the weights of claim 19~~ said weights for all tiles in said LOD tangent to a vertex at which said levelopacitygrid is to be calculated.

44. (Original) The method of claim 43 further comprising spatially filtering said levelopacitygrid set of variables for at least one LOD.

45. (canceled)

46. (New) The method of claim 9 wherein said intermediate final image gradually changes to said final image.

47. (New) The method of claim 9 wherein said final image or said intermediate image is rendered on a tile-by-tile basis.